Titanic: This model can charge or shoot in the same turn after falling back. When it moves, it moves across other models as if they weren't there

Airborne

Can't declare a charge, only can be charged if charger can FLY. Can only fight/be attacked in melee by units which can FLY.

Shadow Hunter

Each time an attack is made against this model, -1 from the hit roll and it cannot be re-rolled.

Parasitic Infection

Each successful ~~attack~~ wound from this weapon/unit (except for VEHICLES) deals an extra MW and infects the target. At the enemy's start o' Command Phase, he must roll 1d6: (1-3) = D3 MW + 'cured', (4-6) = D3 MW + 'still infected'. If an enemy suffers 2 or more MW from this ability in this phase, set up a new friendly <_____> unit within 3" of the enemy unit (but not in E.R.) costs no extra pts.

It Itches

While infected, a unit loses its 'objective secured' ability.

Quantum Shielding

this model has a 3+ Inv. Sv. In addition, attacking wound rolls against it fail on unmod'd (-3's, no matter what other abilities the attacker may have.

Empyric Overcharger (Avra)

While an enemy PSYKER unit is within 12" of this model, each time that unit takes a Psychic test, it suffers perils of the warp on any doubles, not just on double 1's and/or sixes.

Differences Between Risk® and Risk® Europe

Risk®	Risk® Europe
- Automatic reinforcements	- Must pay for reinforcements
- troops represent #s	- troops represent # & type
- can have as long a turn as you want, as long as you can still attack	- have 3 orders to carry out in a turn, split up by others' orders
- win by monopoly	- win by Victory Points
- no cities	- cities are important
- no strongholds	- Can build castles for better defense
- "grind" battles	- Stagefied battles w/diff's
- random deployment, map full @ start	- choose starting points, map has much empty areas @ the start
- no moving in until after extermination	- move in during own order turn, battles resolve after